

# Introducción a la Fotogrametría Digital

---

EDITANDO NUESTRO MODELO 3D  
RENDERIZADO

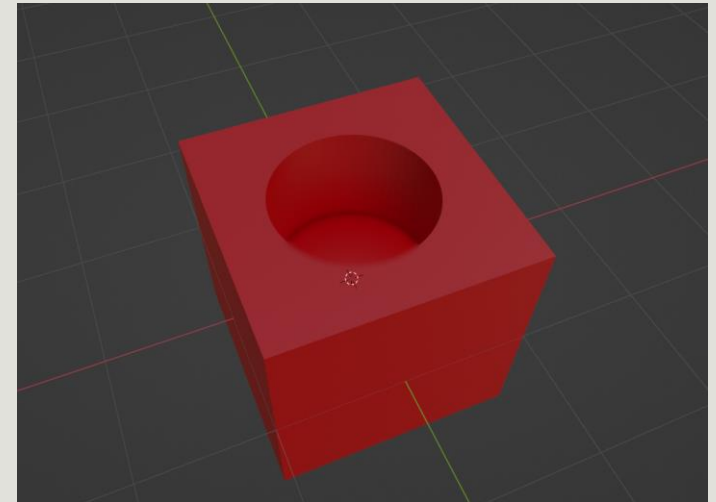
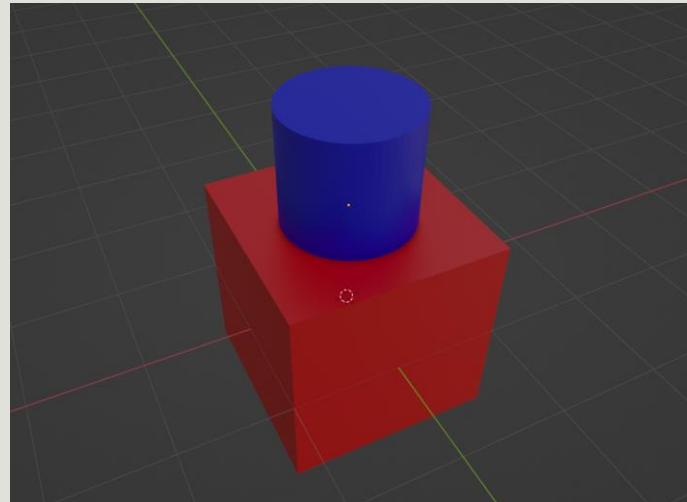
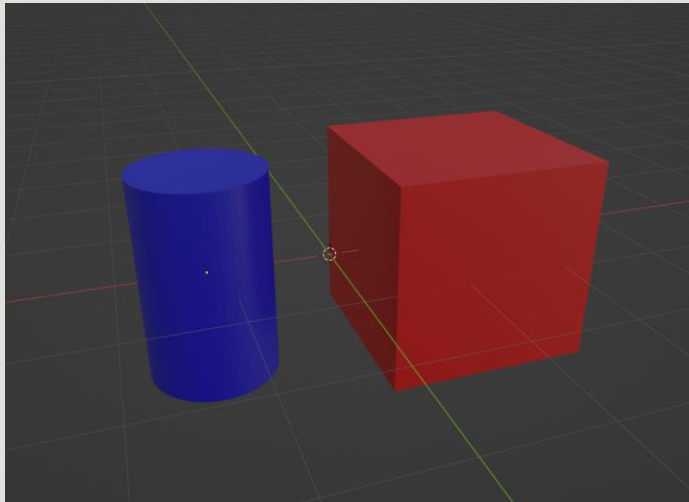


# Blender: Boleanas

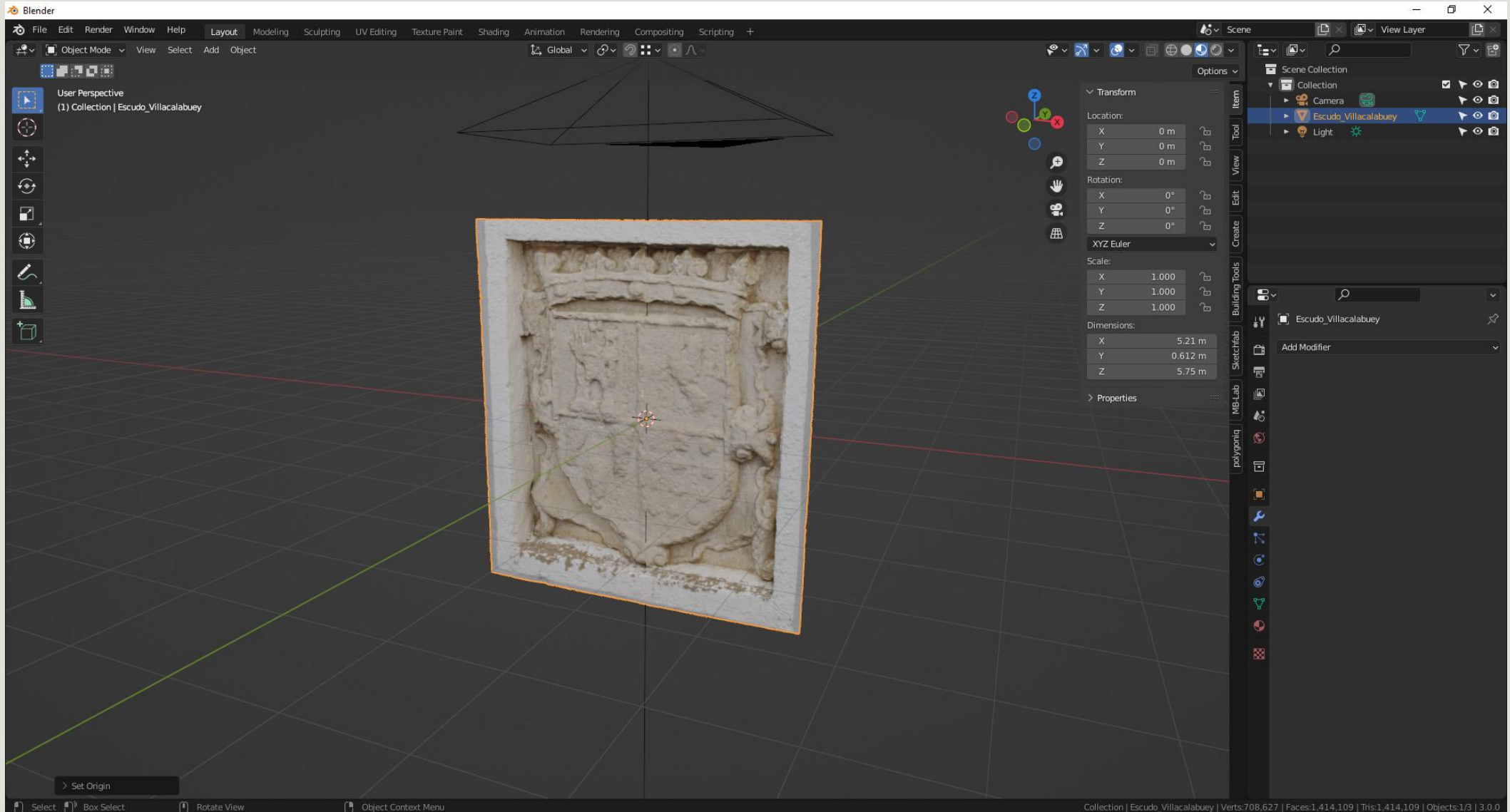
---

## Boleana

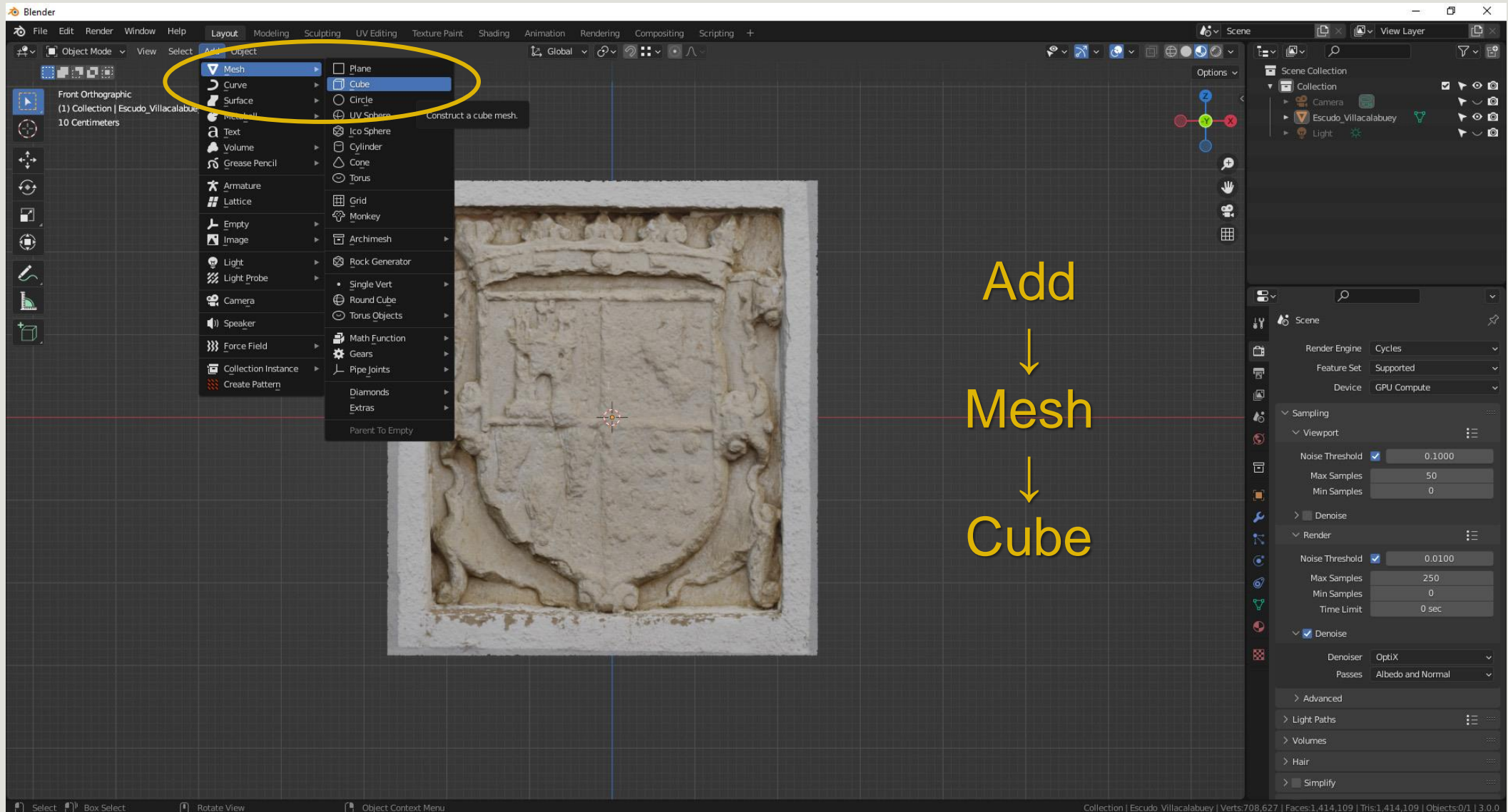
- Utilizar un **objeto 3D** para cortar otro **objeto 3D**
- El corte del **objeto 3D** se hará de acuerdo a la geometría del **objeto 3D** utilizado para cortar



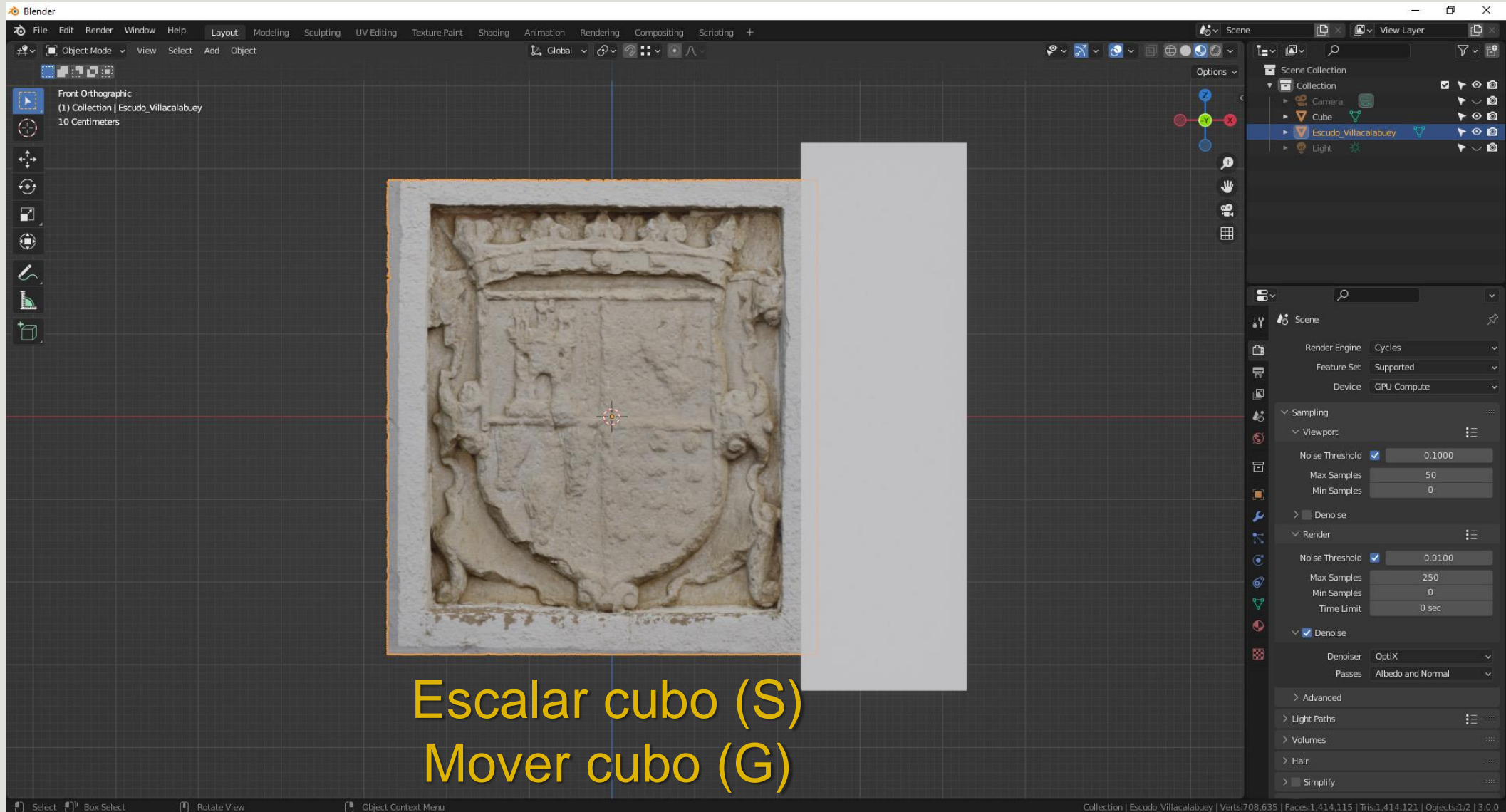
# Blender: Boleanas



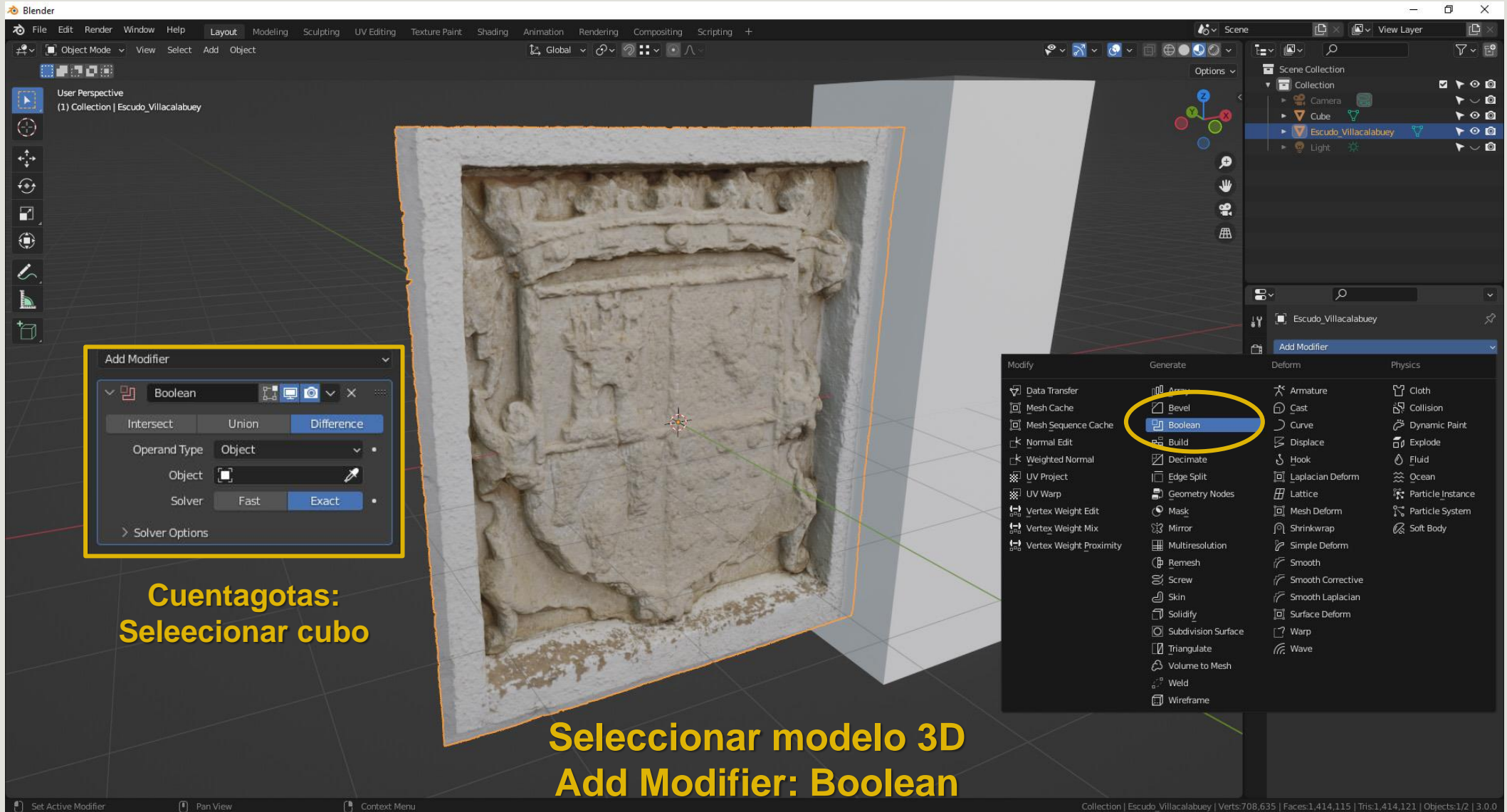
# Blender: Booleanas



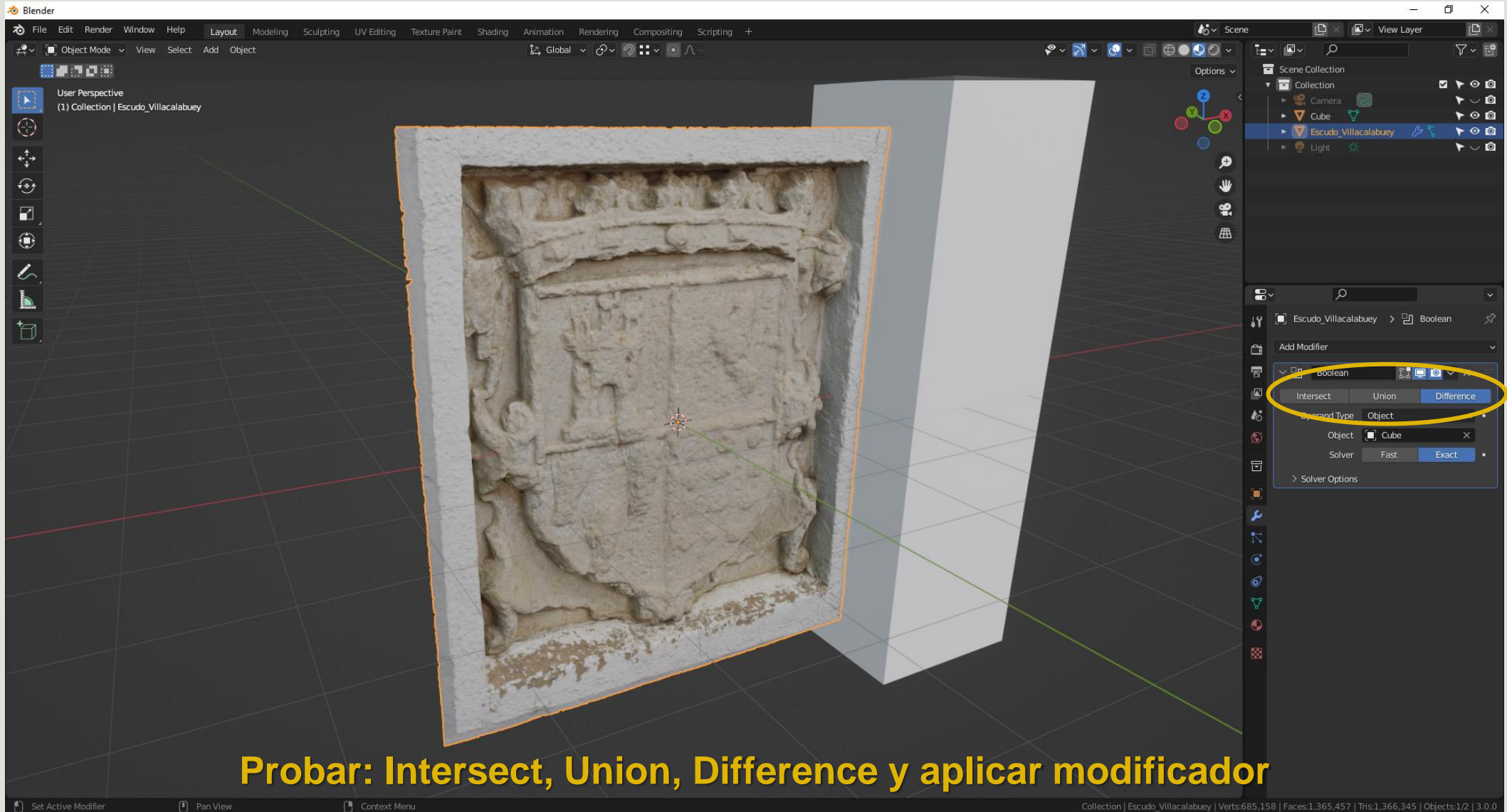
# Blender: Boleanas



# Blender: Booleans

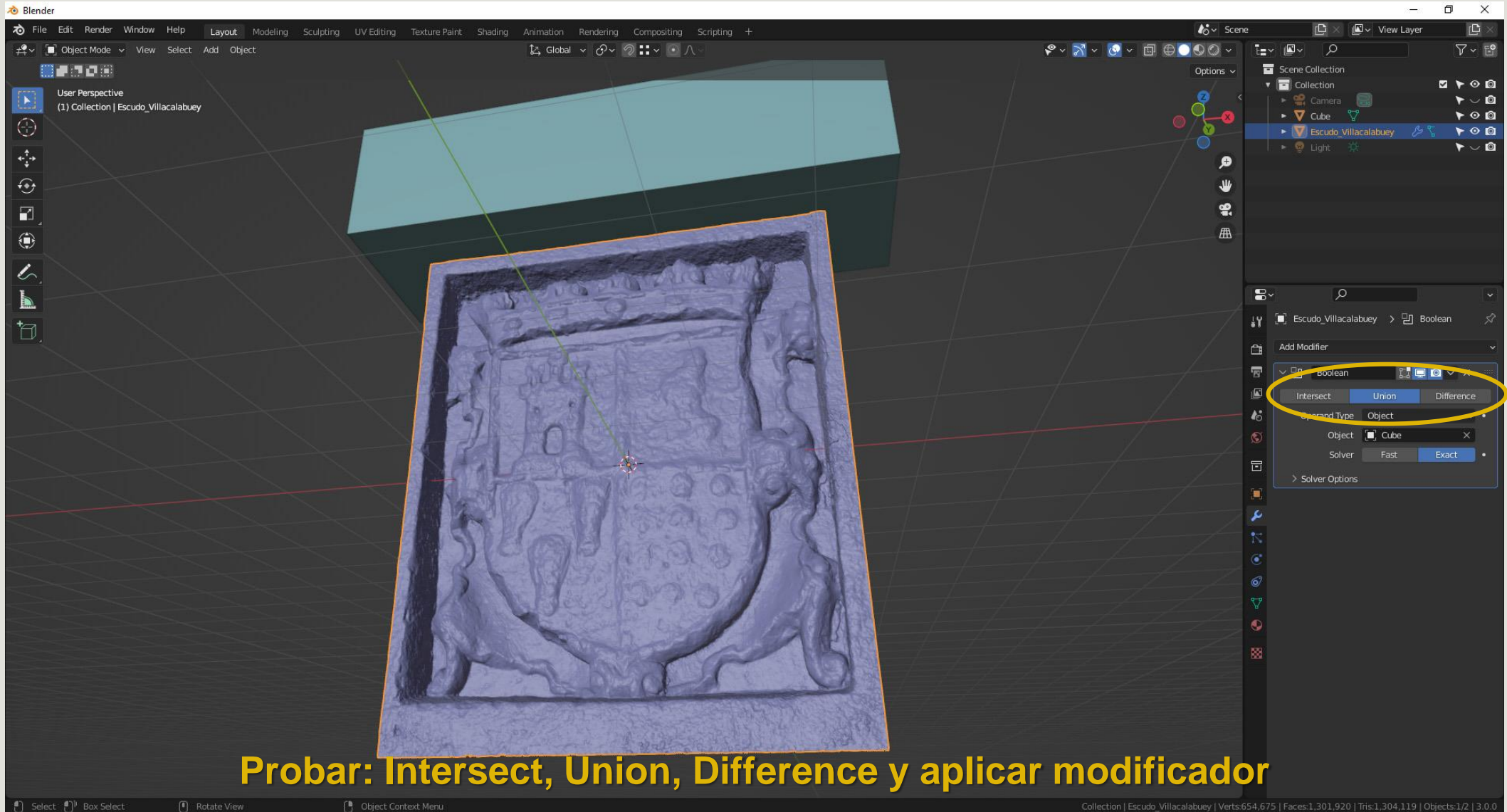


# Blender: Booleans



**Probar: Intersect, Union, Difference y aplicar modificador**

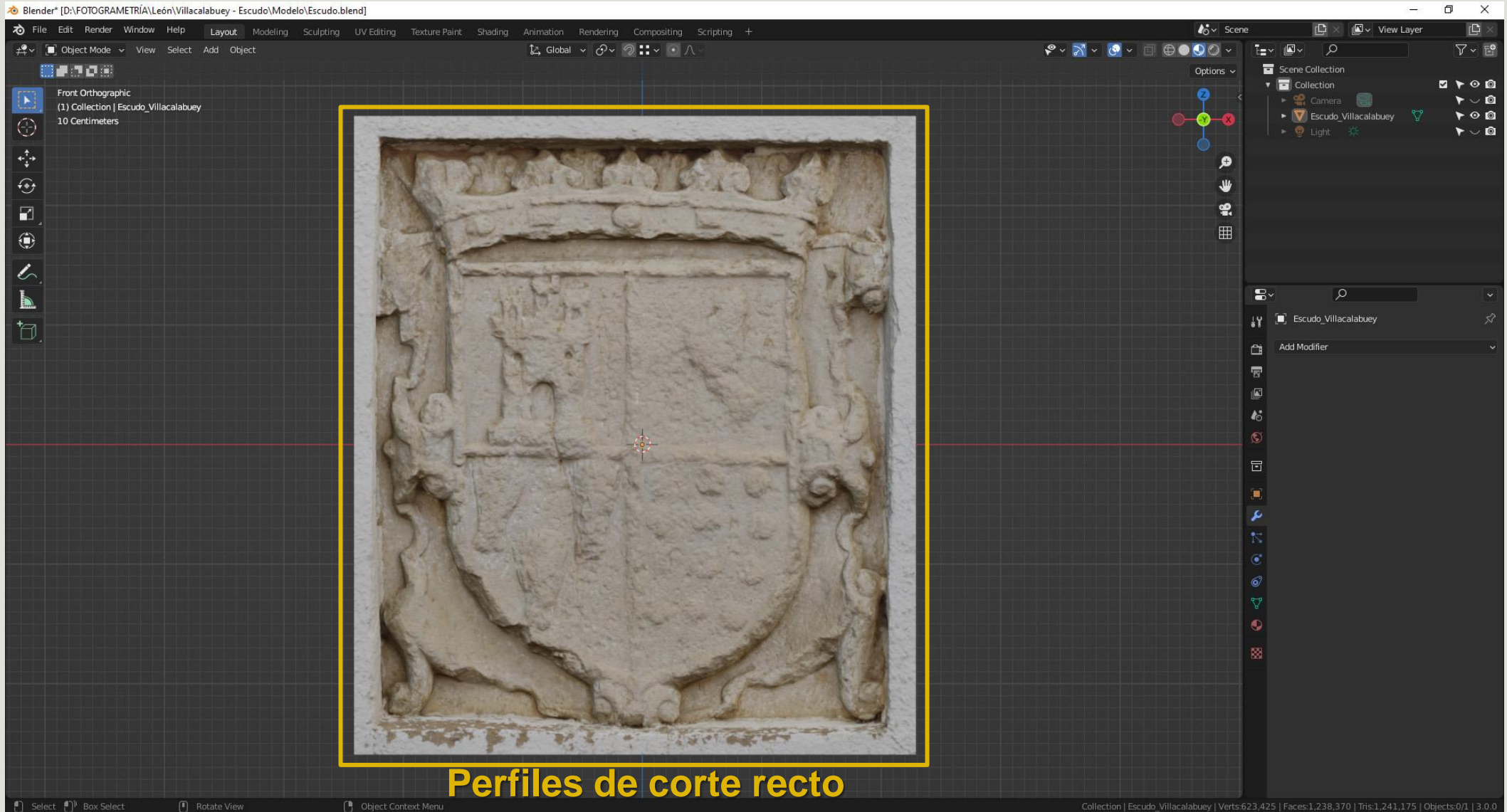
# Blender: Boleanas



**Probar: Intersect, Union, Difference y aplicar modificador**

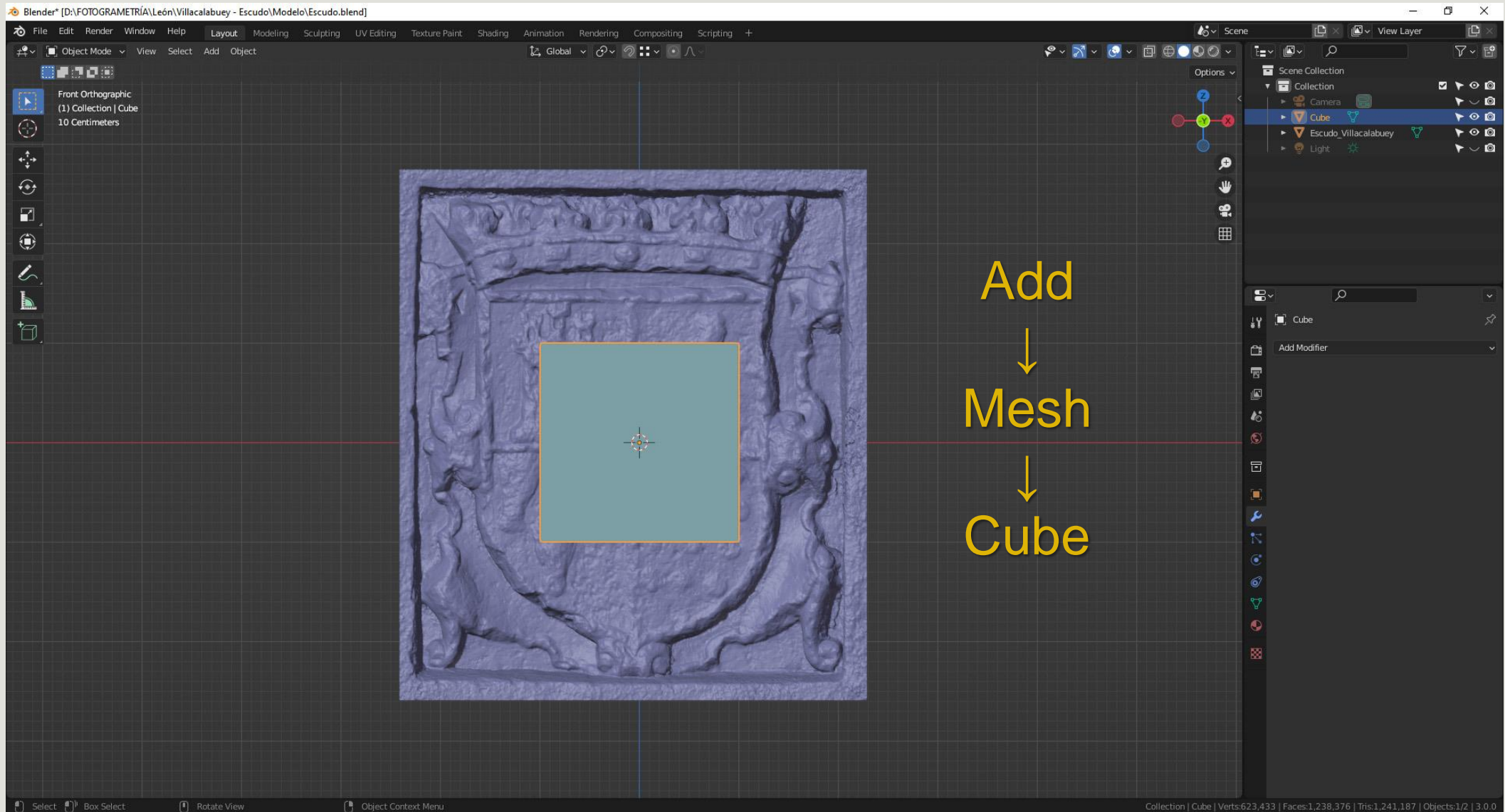


# Blender: Boleanas



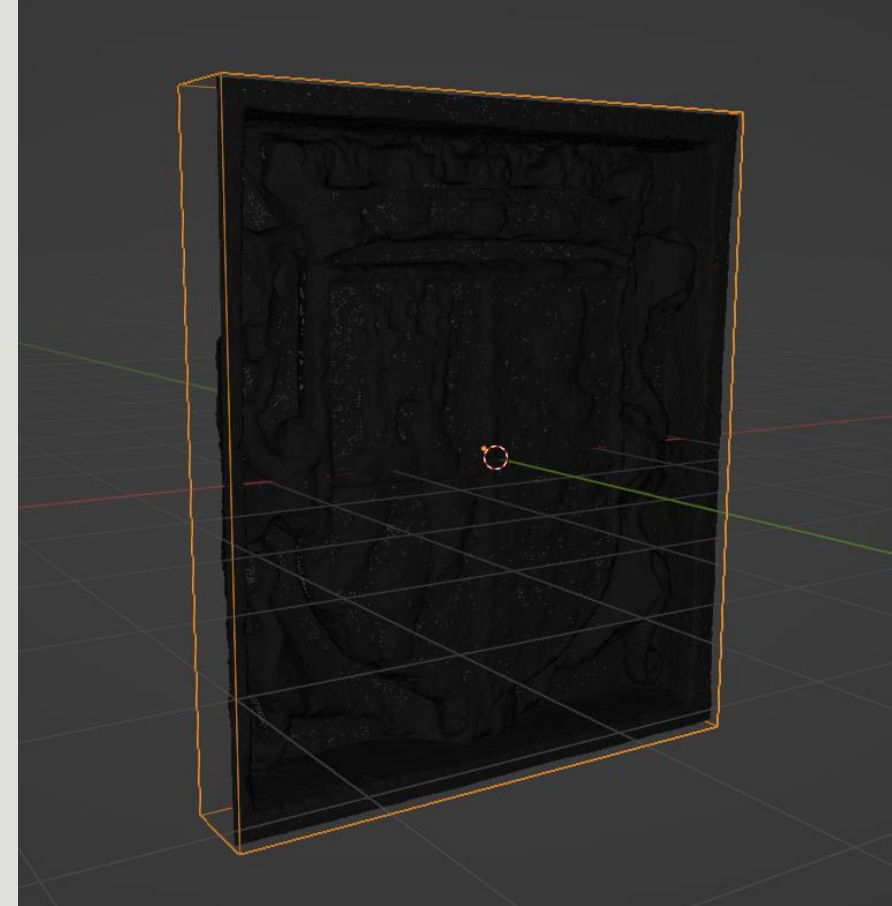
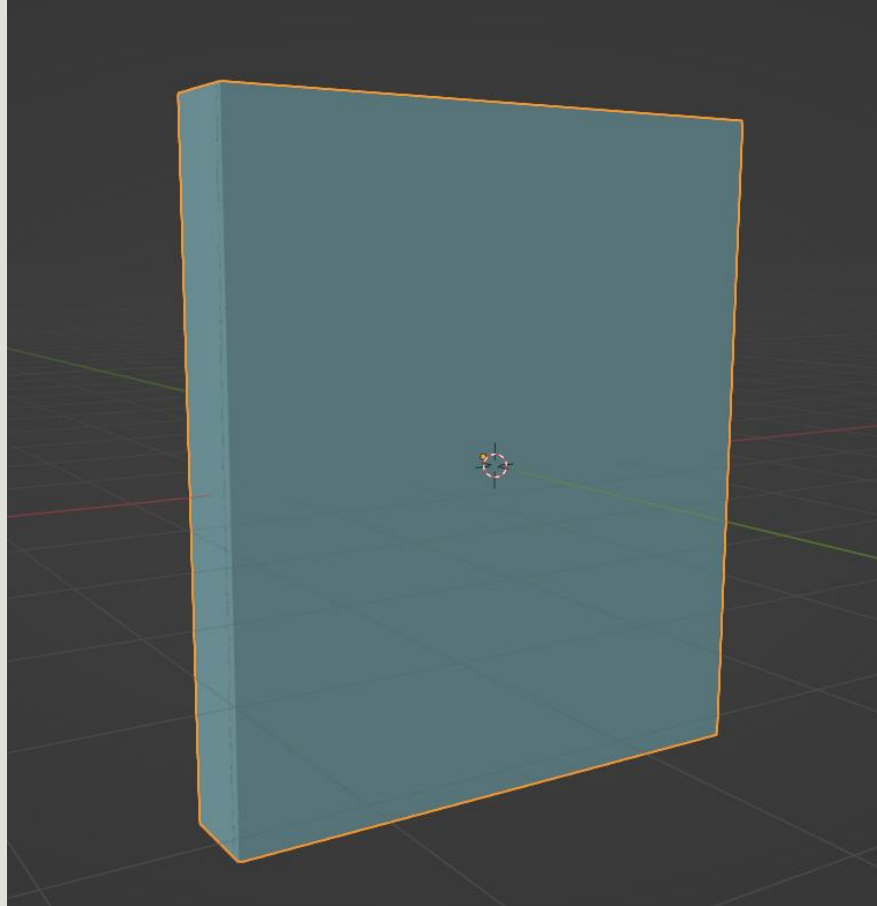
Perfiles de corte recto

# Blender: Enmarcando el objeto

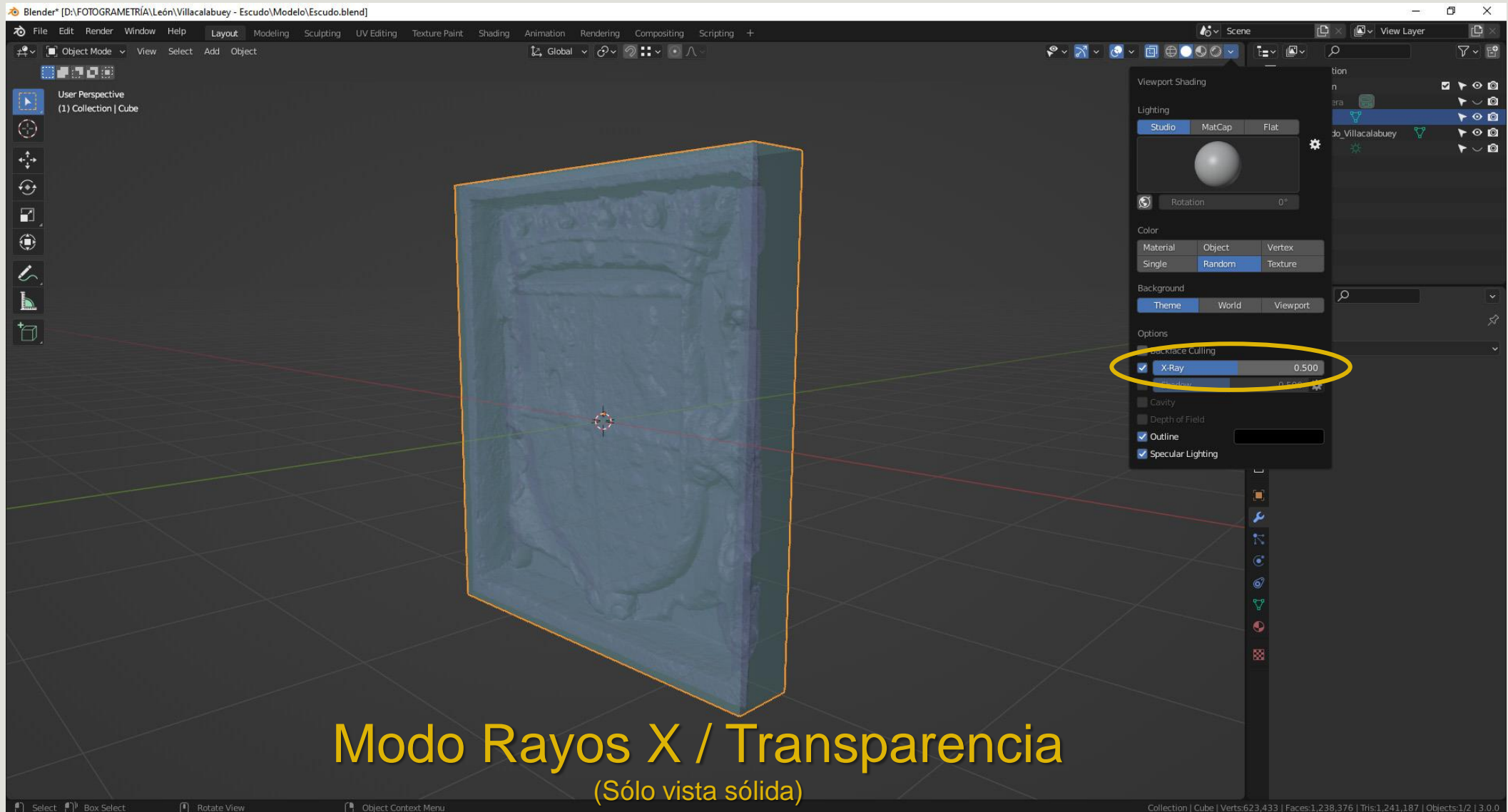


# Blender: Enmarcando el objeto

Escalar (S) el cubo y ajustarlo a nuestro objeto



# Blender: Enmarcando el objeto



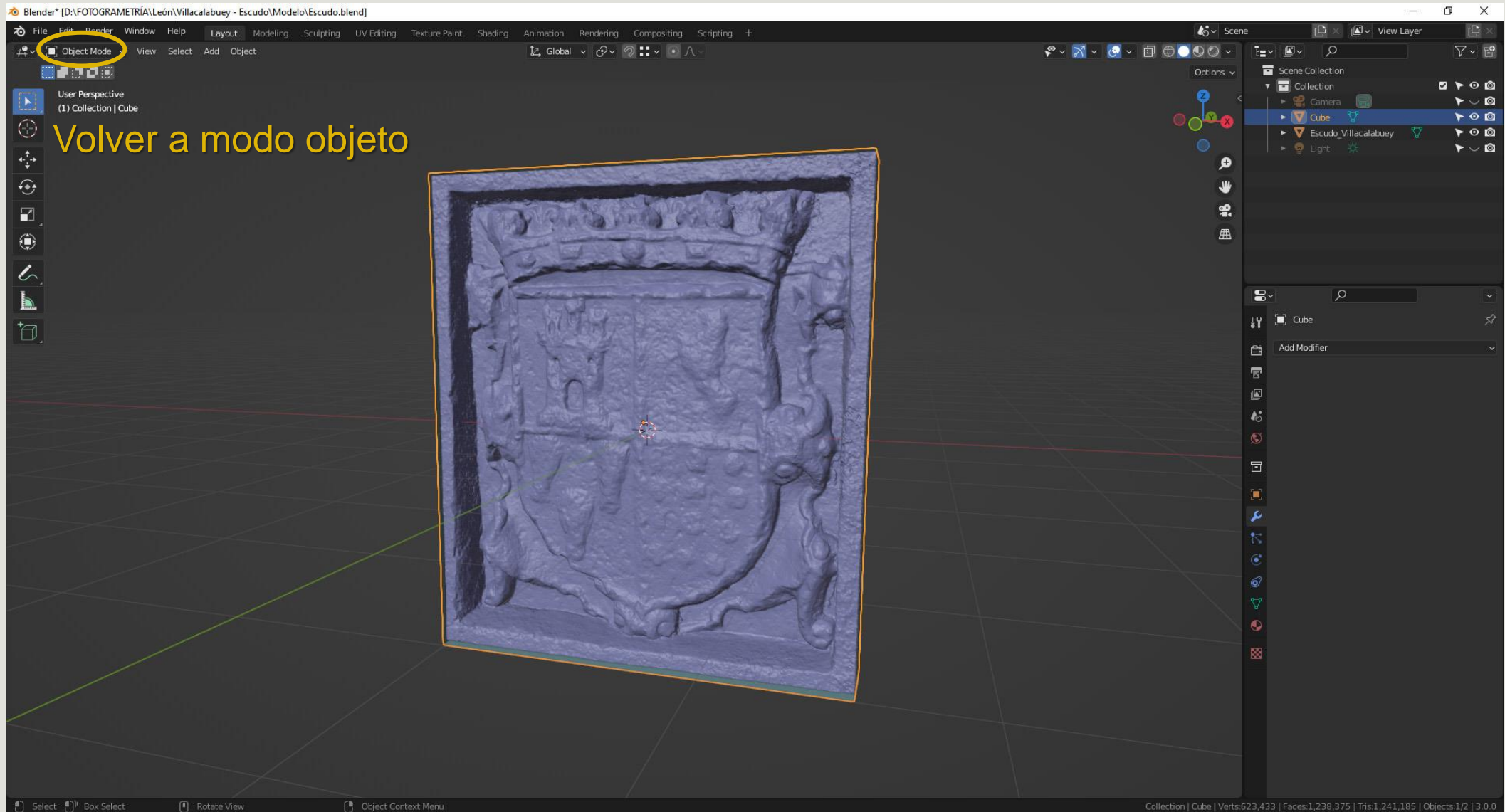
# Blender: Enmarcando el objeto

- Seleccionar opción seleccionar caras (dcha., Face Select)

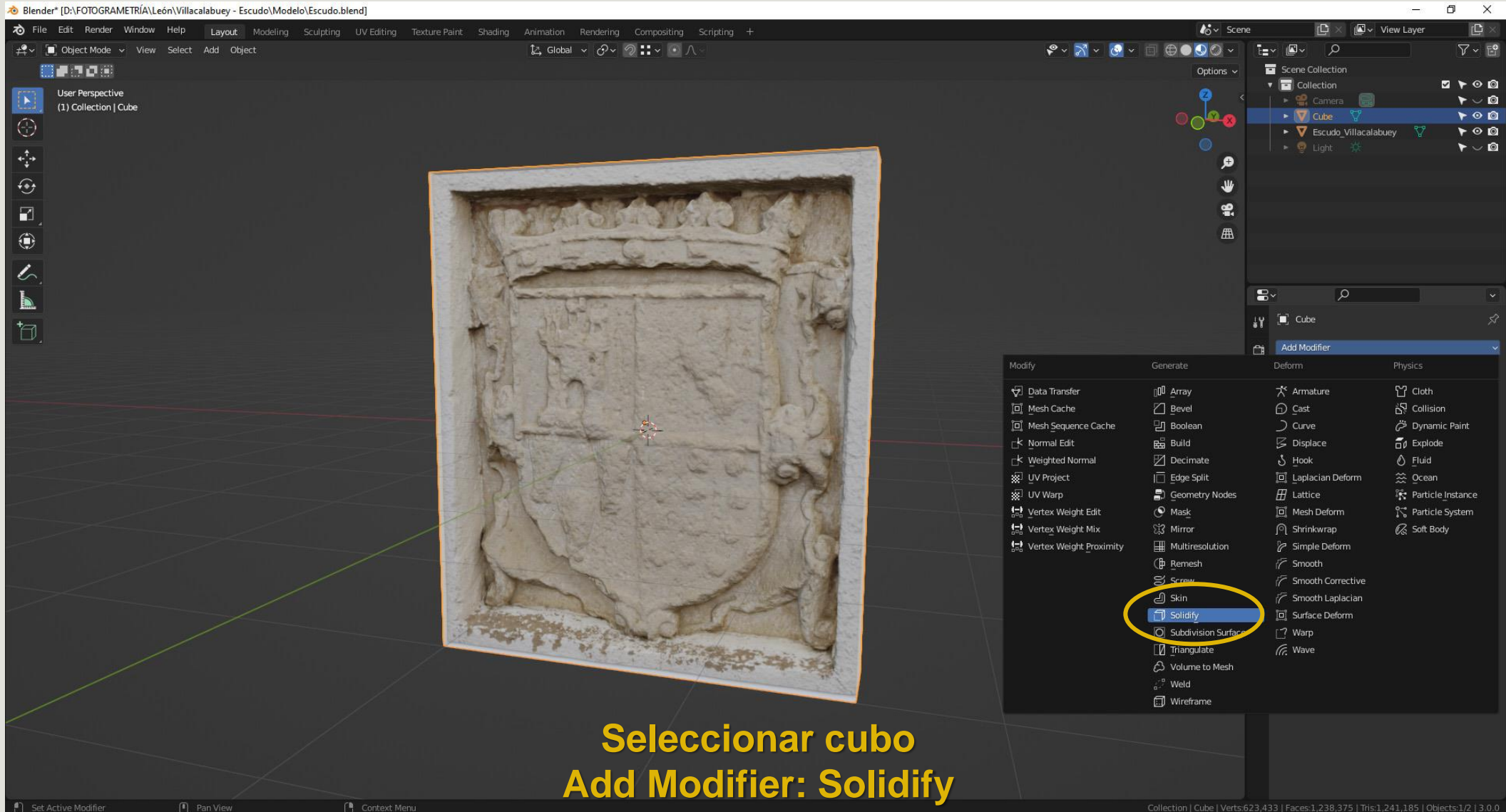
- Seleccionar cara frontal del cubo

- Supr. - Faces

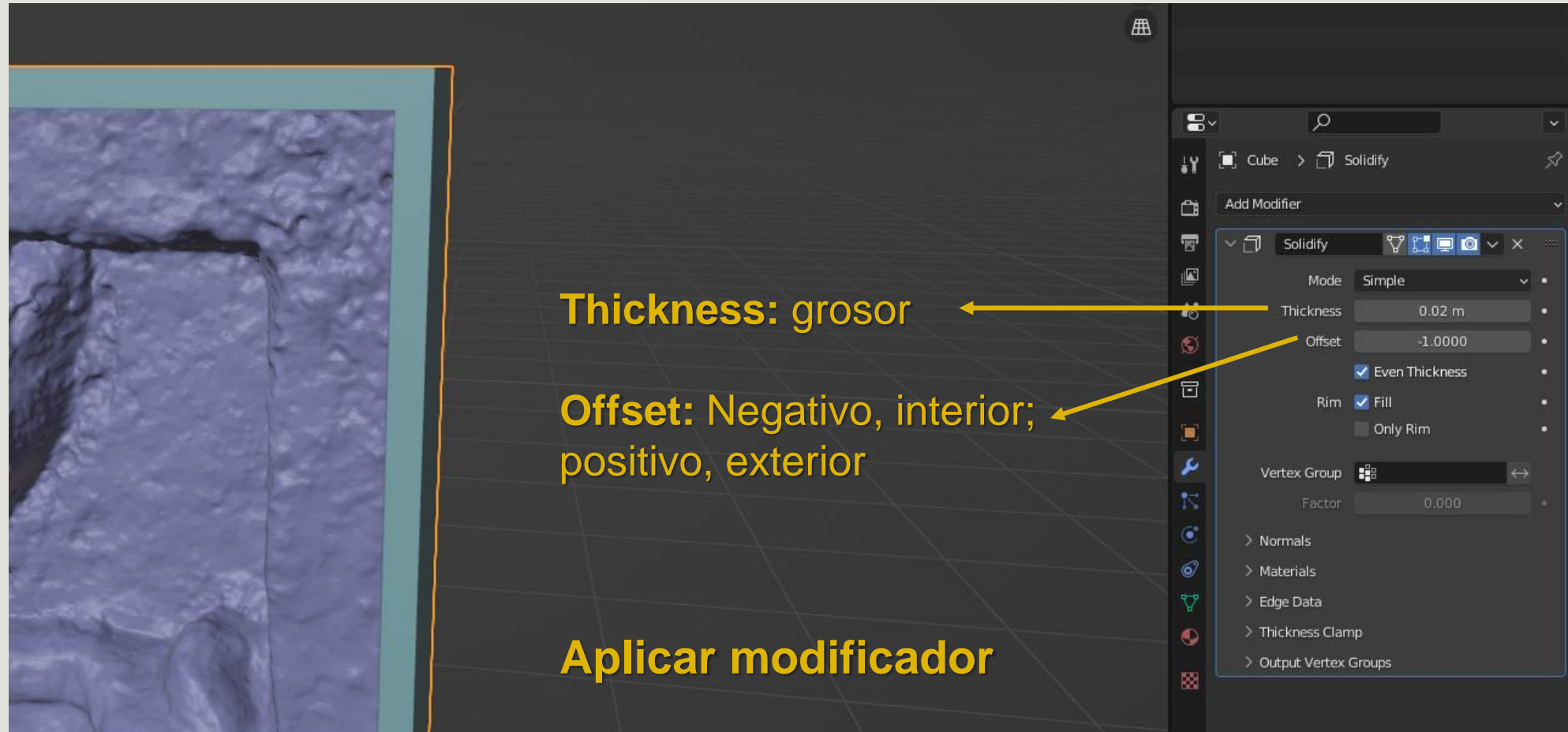
# Blender: Enmarcando el objeto



# Blender: Enmarcando el objeto

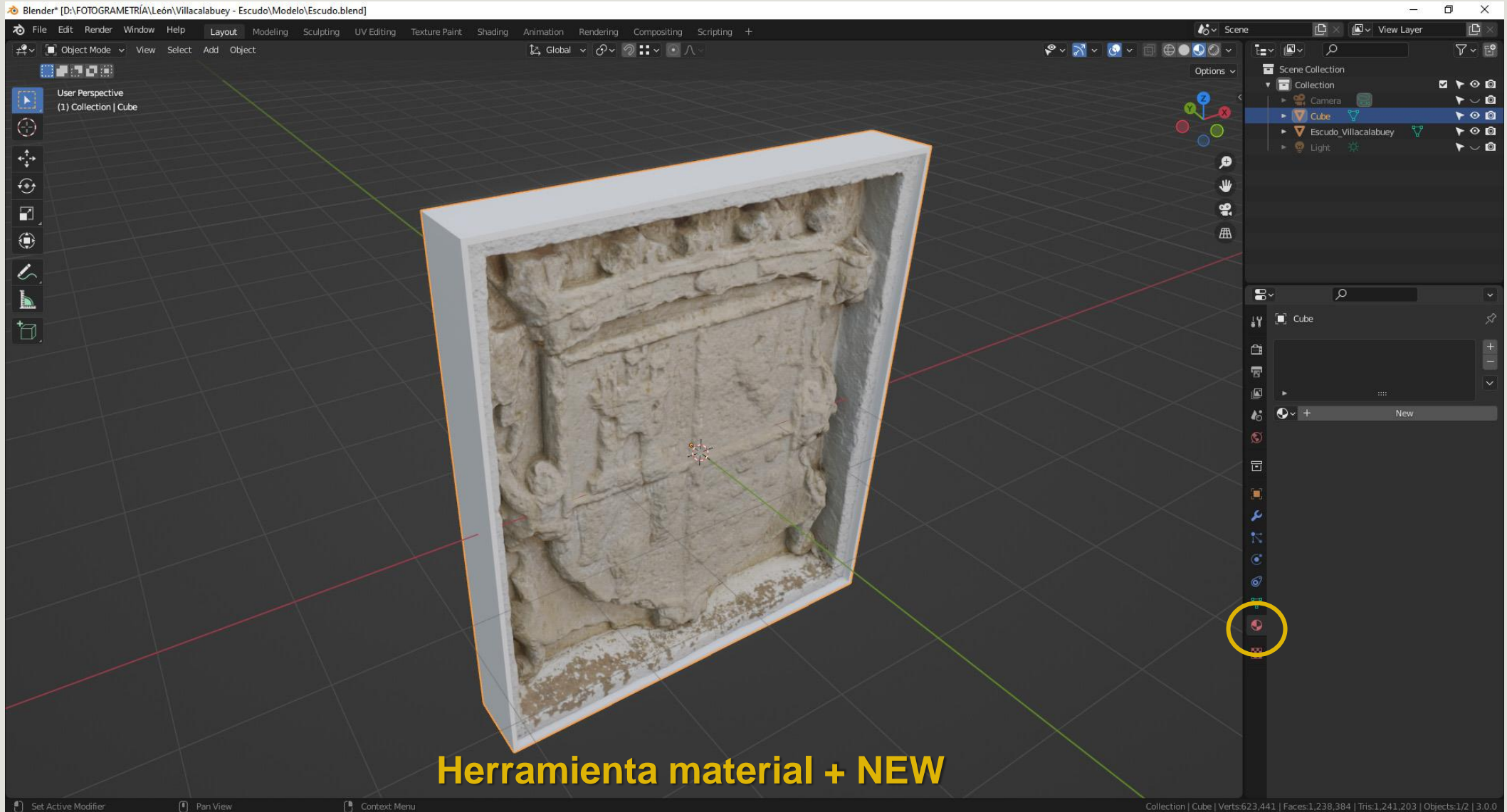


# Blender: Enmarcando el objeto



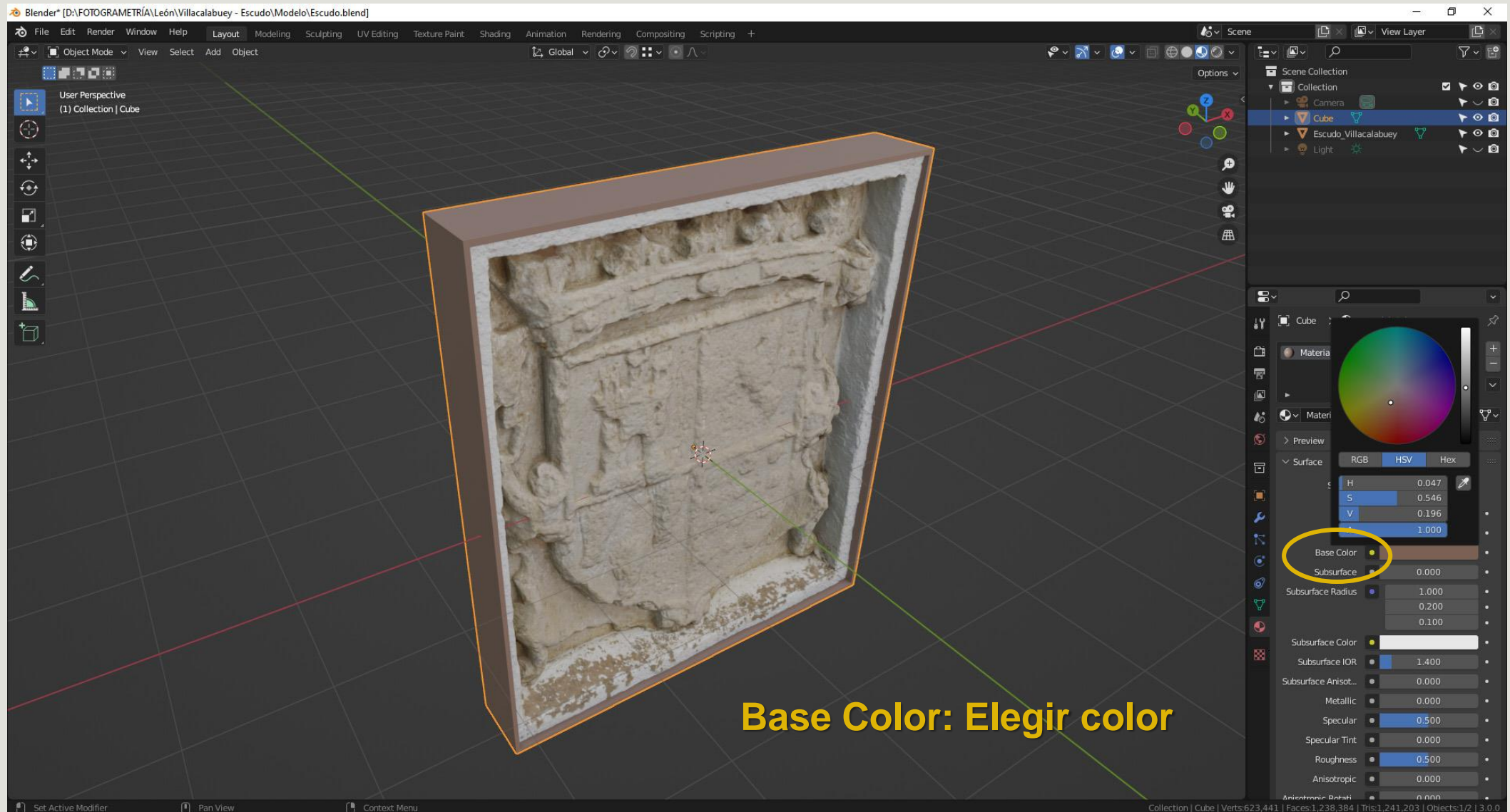


# Blender: Dando color al marco

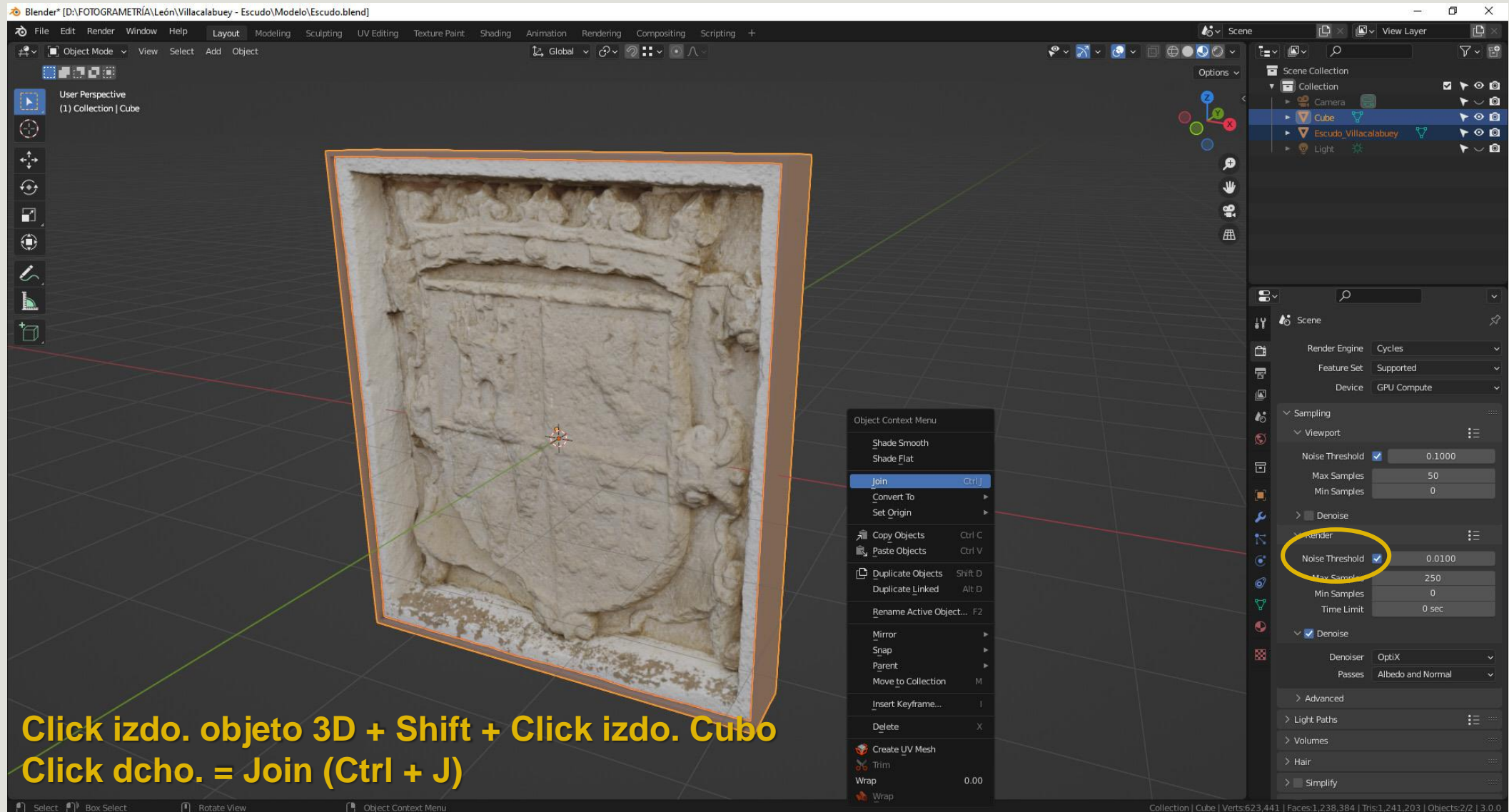


**Herramienta material + NEW**

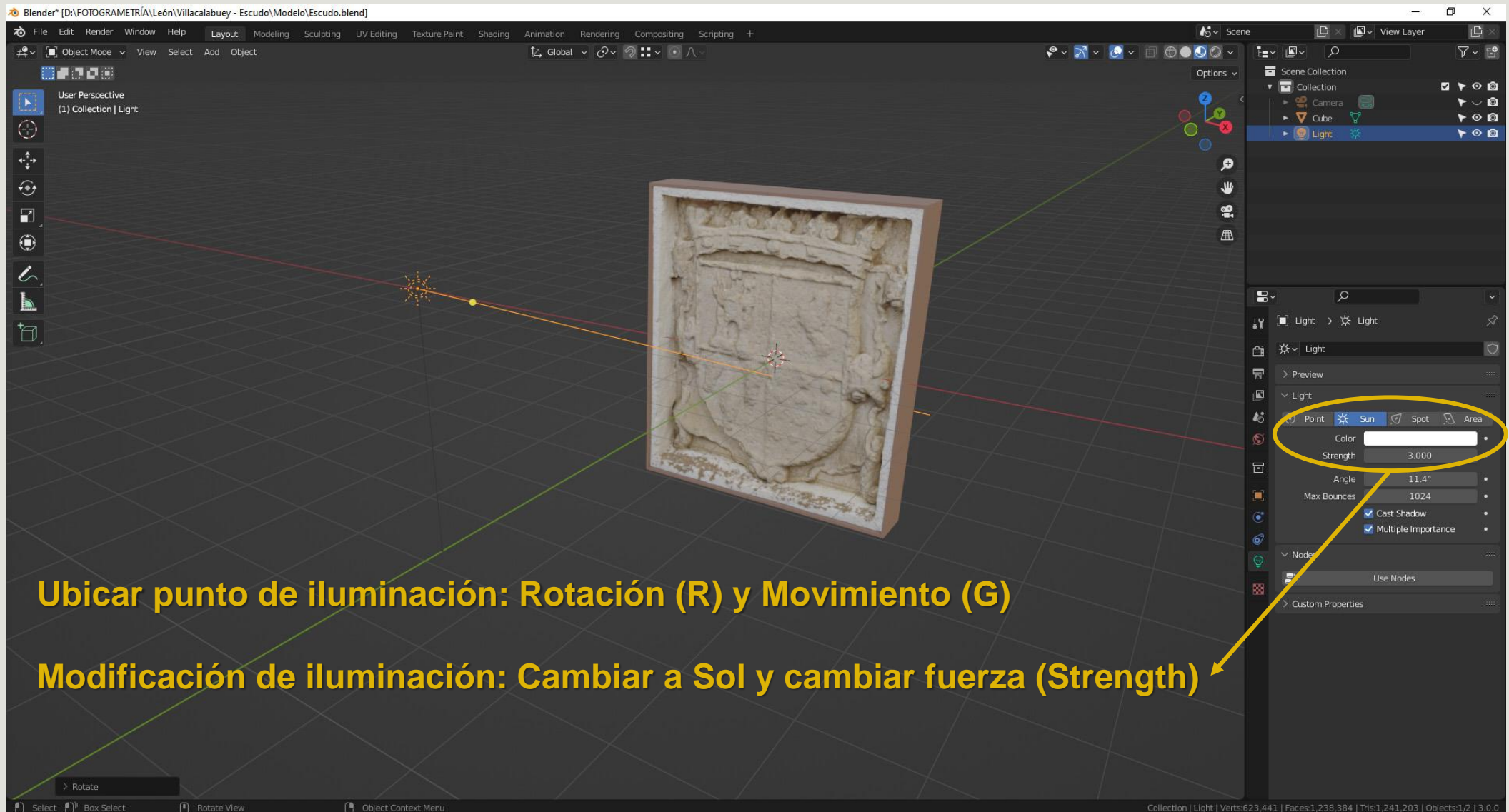
# Blender: Dando color al marco



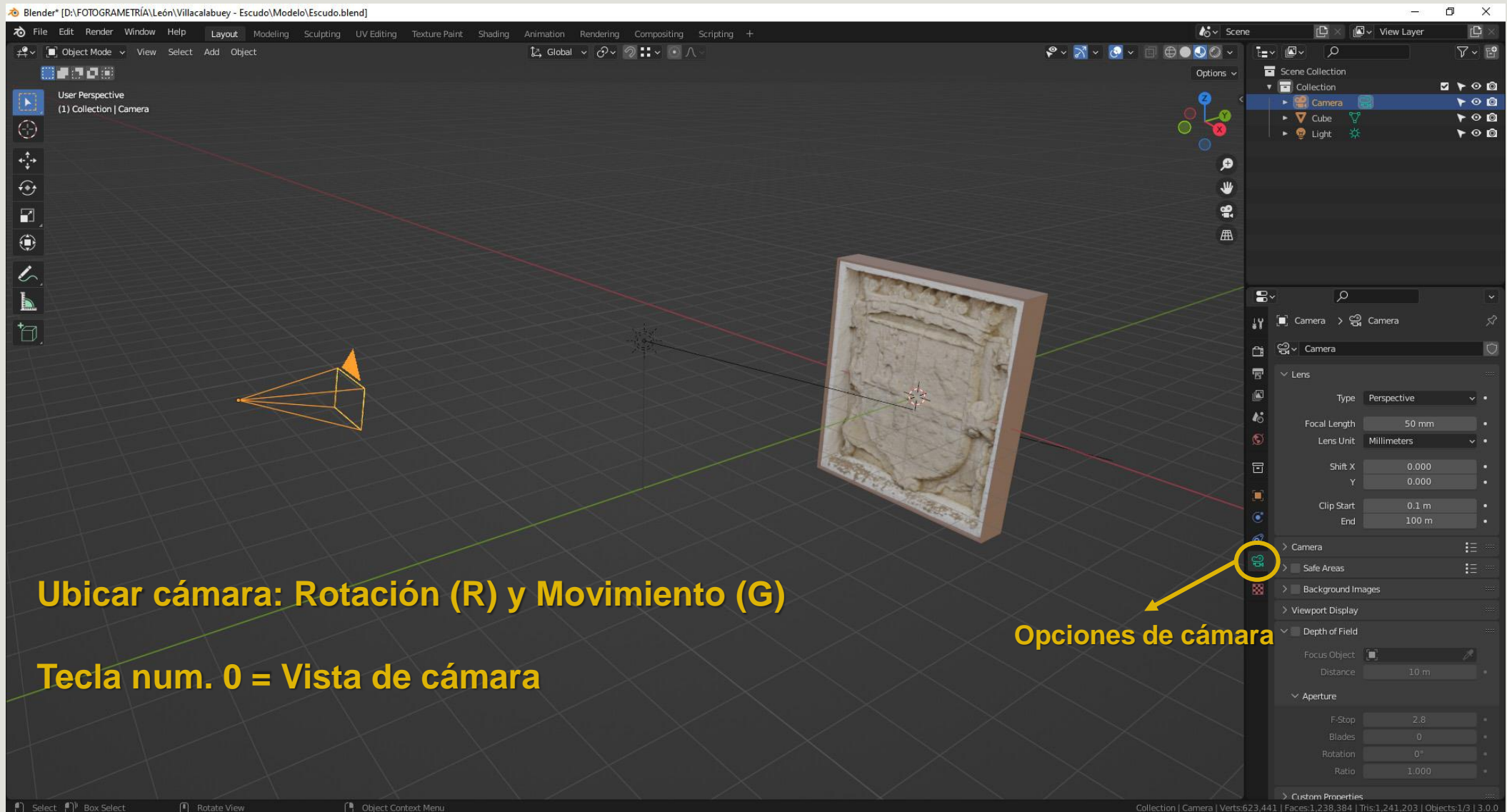
# Blender: Uniendo objetos



# Blender: Renderizado



# Blender: Renderizado



# Blender: Renderizado

Blender\* [D:\FOTOGRAFIA\León\Villacalabuey - Escudo\Modelo\Escudo.blend]

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

Object Mode View Select Add Object Global

Scene Collection  
Collection  
Camera  
Cube  
Light

Options

Camera Perspective  
(1) Collection | Camera

Camera  
Camera

Lens  
Type Perspective  
Focal Length 50 mm  
Lens Unit Millimeters  
Shift X 0.000  
Y 0.000  
Clip Start 0.1 m  
End 100 m

Camera  
Safe Areas  
Background Images  
Viewport Display  
Depth of Field  
Focus Object  
Distance 10 m  
Aperture  
F-Stop 2.8  
Blades 0  
Rotation 0°  
Ratio 1.000  
Custom Properties

Collection | Camera | Verts:623,441 | Faces:1,238,384 | Tris:1,241,203 | Objects:1/3 | 3.0.0

Select Box Select Rotate View Rotate View Object Context Menu

Ubicar cámara: Rotación (R) y Movimiento (G)

Tecla num. 0 = Vista de cámara

# Blender: Renderizado



Una vez se haya generado  
el render:  
Image  
↓  
Save as

# Blender: Renderizado

